

AVAILABLE IN 19 INCH  
OR 25 INCH MONITORS

# CHASE H.Q.

MORE  
THAN  
JUST A  
DRIVING  
GAME

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"This is Nancy at Chase Headquarters... We've got an emergency here... Ralph, the Idaho Stalker is fleeing toward the suburbs... The target vehicle is a white British sports car... Over."

"10-4 Nancy... We read you loud and clear..."

TAITO

# AN ALL NEW ACTION PACKED DRIVING GAME

The action begins when the player slams the pedal down in Taito America's extraordinary new driving game, CHASE H.Q. In a market flooded with "race to the finish" driving games, CHASE H.Q. offers its player something completely different. The action is fast-paced and challenging. It takes the player on a high speed chase through downtown streets and country back-roads to run-down and capture wanted criminals.



The player joins special detectives Tony Gibson and his partner Raymond Brady in their turbo powered sports car chasing and apprehending some of the world's most wanted criminals. The chase begins with a radio transmission message from headquarters. Once having received the orders, the player takes off in his turbo-powered sports car, using radar and the occasional assistance of a helicopter to locate the criminal. Radio messages from headquarters are heard throughout the chase to assist the player with helpful hints and comments on his performance. An on-screen timer displays the time limit given to apprehend each criminal.

Once the criminal's car is sighted, the lights begin to flash, the siren is sounded and the timer is extended.

To successfully apprehend the criminal, the player must repeatedly crash into the criminal's car, completely immobilizing it. A gauge indicating the amount of damage to the criminal's car is displayed on the left side of the screen. With each hit, the measure on the gauge is increased. When the gauge is full, the car stops and the criminals are arrested.



DIMENSION: 25 INCH: 27½" W  
29½" D  
72" H  
19 INCH: 23½" W  
29½" D  
72" H



If all this sounds easy... think again! Taito America's CHASE HQ. offers the player a challenge never before seen in any driving game. It's a race against time with the safety of the world at stake!

And if the player runs out of time, he can continue the chase with CHASE HQ.'s Lengthening Play Option.



"Blazing... Blazing... Blazing... He was getting away... we cracked him again and again... we hit the Turbo and slammed into him one last time... we got him... his car was on fire... he had no choice but to stop..."

DETECTIVE TONY GIBSON

TAITO

## How To Play:

- The player is driving an unmarked patrol car and must chase and apprehend various criminals according to headquarter radio contact.
- CHASE H.Q. is different from previous driving games in that the player must do more than win a race. He must locate the target vehicle, catch up to it, and put it out of commission by repeatedly crashing into it.



- The distance from the suspect car and player car is shown on the map at the right side of the screen.
- When the player has caught up to the suspect car, the dome light is placed on the patrol car, the siren is sounded and the timer is extended.
- During the extended time period, the player must continuously crash into the target vehicle until the damage meter on the left side of the screen has indicated the vehicle is immobilized.



- The player is given 5 bursts of turbo charge in each round which is activated by the shift knob button. The game ends when the timer reaches zero or the player has cleared all five rounds.

- The player may continue the game with CHASE H.Q.'s optional "Continue Play" feature.



## Play Hints:

- Avoid contact with vehicles other than the suspect cars. Contact with other cars or running off the course will result in the loss of crucial time.
- Bump the criminal's car from inside the curves. Bumping from outside will cause the player's car to spin out.
- When Nancy at Chase Headquarters announces that time is running out, the player has 10 seconds to overtake the criminal. Save your Turbo Charge and use it here.
- Crash the suspect car on the sides rather than the rear end as crashing from the side causes more damage.

## Explanation of Rounds:

Round 1	White Sports Car
Round 2	Yellow Sports Car
Round 3	Silver Sports Car
Round 4	Blue Sports Car
Round 5	Reported as Unknown!



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